

*A/Andell*  
more sound sources, which may or may not have reflective information, and reproduced for a single listener or for multiple listeners.

REMARKS

The abstract was inadvertently not included with the original application. The application is now in full compliance, and early and favorable consideration of said application is respectfully requested.

Respectfully submitted,



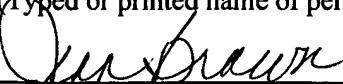
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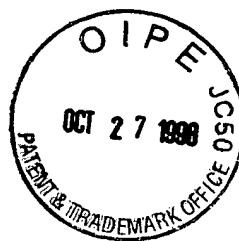
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## Apparatus and Method for Producing Virtual Acoustic Sound

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### ABSTRACT OF THE DISCLOSURE

A head-related impulse response to describe sound signals in a spatial environment is shown to accurately approximate three-dimensional sound data using limited computations, and can also be transformed for ease of computation. The head-related impulse response and disclosed computational methods thereof can be used to produce three-dimensional sound via a method described and refined. Implementations of the method can be used for applications with one or more sound sources, which may or may not have reflective information, and reproduced for a single listener or for multiple listeners.



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